

TAC NEWS

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"Micro Armour®: The Game - WWII" Scenario

STARK RESISTANCE v. 2

Kasserine Pass

February 19, 1943

"Stark Resistance" depicts the second assault on February 19th, 1943 by the DAK Assault Group against "Stark Force", an ad hoc regimental-sized task force defending the pass. Led by Colonel Robert Stark, Stark Force consisted of a battalion of the 26th Infantry Regiment (Colonel Stark's original command) and a battalion of the 19th Combat Engineer Regiment (rear echelon troops devoid of heavy weapons). Supporting units included the 805th Tank Destroyer Battalion, the 33rd Field Artillery Battalion, and one battery of 75mm guns from the French 67th African Artillery.



The DAK Assault Group, temporarily commanded by General Karl Buelowius, consisted of two separate Kampfgruppen and elements of the 33rd Recon Battalion. Kampfgruppe Menton consisted of two battalions of panzer grenadiers and two batteries of the much feared 88mm anti-tank gun. Kampfgruppe Stotten consisted of the 1st Battalion of the 8th Panzer Regiment. The DAK Assault Group could also call on one battalion of 105mm howitzers and 1 battalion of Corps artillery.

Colonel Stark deployed the majority of his forces along the lower slopes of the pass with most of his infantry and some of the tank destroyers occupying hastily built improved positions. Unaware of the American dispositions, General Buelowius sent his forces barreling down the pass on both sides of the Hatab River, which effectively divided the pass in two. Intense American small arms, anti-tank, and artillery fire pinned down the German forces before they could close with the Americans. Stark Force repulsed this initial assault.

The American position in the pass was turned later that night by German units infiltrating the heights on either side of the American flanks. However, Stark Force had delayed the DAK Assault Group advance by a day and, in doing so, bought the Allies critical time to organize a defense further to the north and west of Kasserine Pass.



GERMANS

Cohesion = 16

33rd Recon Battalion- Place anywhere on map east of German frontline

Battalion HQ: 1 x Infantry HQ (FO), 1 x Light Truck

Arm. Car Co: (R): 2 x SdKfz231/8rad, 3 x SdKfz222

PzGren Co: 2 x Infantry '39, 1 x Inf Support,
1 x 8cm Stummel Mortar (1),
3 x Heavy Truck

Arm. PzGren Co (R): 2 x Infantry'39, 2 x SdKfz251/1,
1 x 76.2mm ATG, 1 x Lt Tractor

Kampfgruppe Menton

Regt HQ- Place anywhere on map east of German frontline
1 x Infantry HQ (+0 GHQ) (FO), 1 x Light Truck

1st Bttn/Afrika Regt- See sketch map for initial placement

Battalion HQ: 1 x Infantry HQ (FO), 1 x Light Truck

#1Cos: 3 x Infantry '39, 1 x Infantry Support,
1 x 8cm Stummel Mortar (1)

#2 Co: 2 x Infantry '39, 1 x Infantry Support,
1 x 8cm Stummel Mortar (1)

#3 Co: 3 x Infantry '39, 1 x Infantry Support,
1 x 8cm Stummel Mortar (1)

Heavy Co: 1 x 50mm ATG, 1 x 120mm Mortar (2),
2 x Light Tractor

2nd Bttn/Afrika Regt- See sketch map for initial placement

Battalion HQ: 1 x Infantry HQ (FO), 1 x Light Truck

#1 Co: 3 x Infantry '39, 1 x Infantry Support,
1 x 8cm Stummel Mortar (1)

#2 Co: 3 x Infantry '39, 1 x Infantry Support,
1 x 8cm Stummel Mortar (1)

Heavy Co: 1 x 50mm ATG, 1 x 120mm Mortar (2),
2 x Light Tractor

Infantry Gun Co/Afrika Regiment (place anywhere on map east of German frontline): 2 x 150mm SIG (Bison) (1)

33rd Anti-Aircraft Battalion (place anywhere on map east of German frontline): 2 x 88mm Flak 36, 2 x Heavy Tractor

Kampfgruppe Stotten - Enters map on game turn 1 (see sketch map)

1st Battalion/8th Panzer Regiment

Battalion HQ: 1 x PzIIIj (FO)

#1 Co: 4 x PzIVf2

#2 Co: 4 x PzIIIj

#2 Co: 3 x MarderII

OFF-BOARD ARTILLERY:

I/190th Artillery Battalion
3 x 105mm Howitzer (2)

Afrika Korps Artillery Battalion

1 x 170mm Howitzer (2), 3 x 105mm Howitzer (2)

The German player may designate 4 x "Forward Observer" to any stands of his choice

U.S.

Cohesion = 14

Stark Force:

Task Force HQ- see sketch map for initial placement

1 x Infantry HQ (+0 GHQ) (FO), 1 x Light Truck, 1 x Jeep/.50 cal.(R), 1 x M15 MGMC

1st Bttn/26th Infantry Regiment- see sketch map for initial placement

Battalion HQ: 1 x Infantry HQ (FO), 1 x 37mm ATG,
1 x Light Truck, 1 x Jeep/.50 cal.(R)

#1 Co: 3 x Infantry '42, 1 x Infantry Support

#2 Co: 3 x Infantry '42, 1 x Infantry Support

#3 Co: 2 x Infantry '42, 1 x Infantry Support

Support Co: 1 x 37mm ATG, 2 x Infantry Support,
1 x 81mm Mortar (3)

1st Battalion/19th Engineer Regiment- see sketch map for initial placement

Battalion HQ: 1 x Infantry HQ (FO), 1 x Light Truck

#1 Co: 3 x Infantry '42, 1 x Infantry Support

#2 Co: 3 x Infantry '42, 1 x Infantry Support

#3 Co: 3 x Infantry '42

805th Tank Destroyer Battalion- place within 4 inches of any U.S. unit

Battalion HQ: 1 x Infantry HQ (FO), 1 x M3 Halftrack

#1 Co: 3 x M3 GMC, 1 x M3 Scout Car

#2 Co: 3 x M3 GMC, 1 x M3 Scout Car

#3 Co: 2 x M3 GMC, 1 x M3 Scout Car

Elements, I/13th tank regiment- place within 4 inches of any U.S. unit

#1 Co: 4 x M3 Grant

Regimental Cannon Company/26th Infantry Regiment- place anywhere on map west of U.S frontline

3 x T-30 75 mm HMC (1)

33rd Artillery Battalion - place anywhere on map west of U.S frontline

2 x 105mm How (2)

Battery/67th Free French African Artillery- place anywhere on map west of U.S frontline

1 x 75mm field gun (2)

U.S. Field Fortifications

42 x Dispersed Minefields

34 x Light Improved Positions

The U.S. player may designate 3 x "Forward Observer" to any stands of his choice

SCENARIO LENGTH: 20 TURNS

INITIAL DEPLOYMENT

A. Before play begins, both players may plot indirect fire for Game Turns 1 and 2 before any stands are placed on the table.

B. The U.S player deploys all of his forces first. All U.S. stands belonging to the 1st /26th Infantry and 19th Engineer Regiment, and all minefields are placed west of and within 8 inches of their designated start lines (see sketch map).

C. All other U.S. stands are placed per above.

D. All U.S. minefields are placed west of and within 8 inches of either U.S. designated start lines (see sketch map). Each road may have no more than 2 minefields placed along it.

E. The German player deploys his forces last. All German stands belonging to the 1st Battalion/Afrika Regiment, 2nd Battalion/Afrika Regiment placed east of and within 12 inches of their designated start lines (see sketch map).

F. All other German. stands are placed per above.

G. Maximum sighting distance is 30 inches.

H. Optional U.S. Hidden Placement:

All U.S. minefields and stands occupying improved positions may be initially hidden. If the U.S. player elects to use hidden placement, he is advised to record these positions on a fine grid paper, so that each grid represents 1 inch of terrain. The U.S player places a minefield on the board once a German stand enters it. The U.S. player places a hidden stand on the board once it fires or whenever a German stand moves adjacent.

VICTORY CONDITIONS

There were 2 roads leading northwest from Kasserine Pass. One road led northwest from the pass towards the Tunisian town of Thala. The other road led northwest from the pass towards Tebessa, an important logistical center deep in the American rear. The DAK Assault Group was ordered to blow a hole through the American positions in the pass so that succeeding forces could exploit the breakthrough and head towards Thala, Tebessa, or both.

German Victory: Exit at least twelve (12) or more stands off either the north or west edge of the map by the end of turn 20. Suppressed and/or Disorganized stands may be used to fulfill this requirement. Empty transport stands do not count towards this requirement.

U.S. Victory: Eliminate 12 or more German stands before the German player achieves his victory conditions.

SPECIAL RULES

All of the basic rules to "Micro Armour®: The Game" will be used along with the following optional rules:

12.1 The Hot Shot! (MATG-WWII, p.16)

12.2 The Communications Breakdown! (p.17)

12.7 Artillery Efficiency (p.17)

TERRAIN

All rivers are only crossable at bridges.

At the time of the battle, the battlefield was still somewhat muddy from rainfall the day before. Therefore, the movement costs for the following terrain types are modified as follows:

	Tracked	Wheeled	Foot	Blocks LOS?
Clear	2	3	1	No
Village	2	3	1	Yes #
Good Road	1/2	1/2	1	No
Poor Road	1	2	1	No
Rough	3	4	1	No
Slope	+2	+3	+1	Yes

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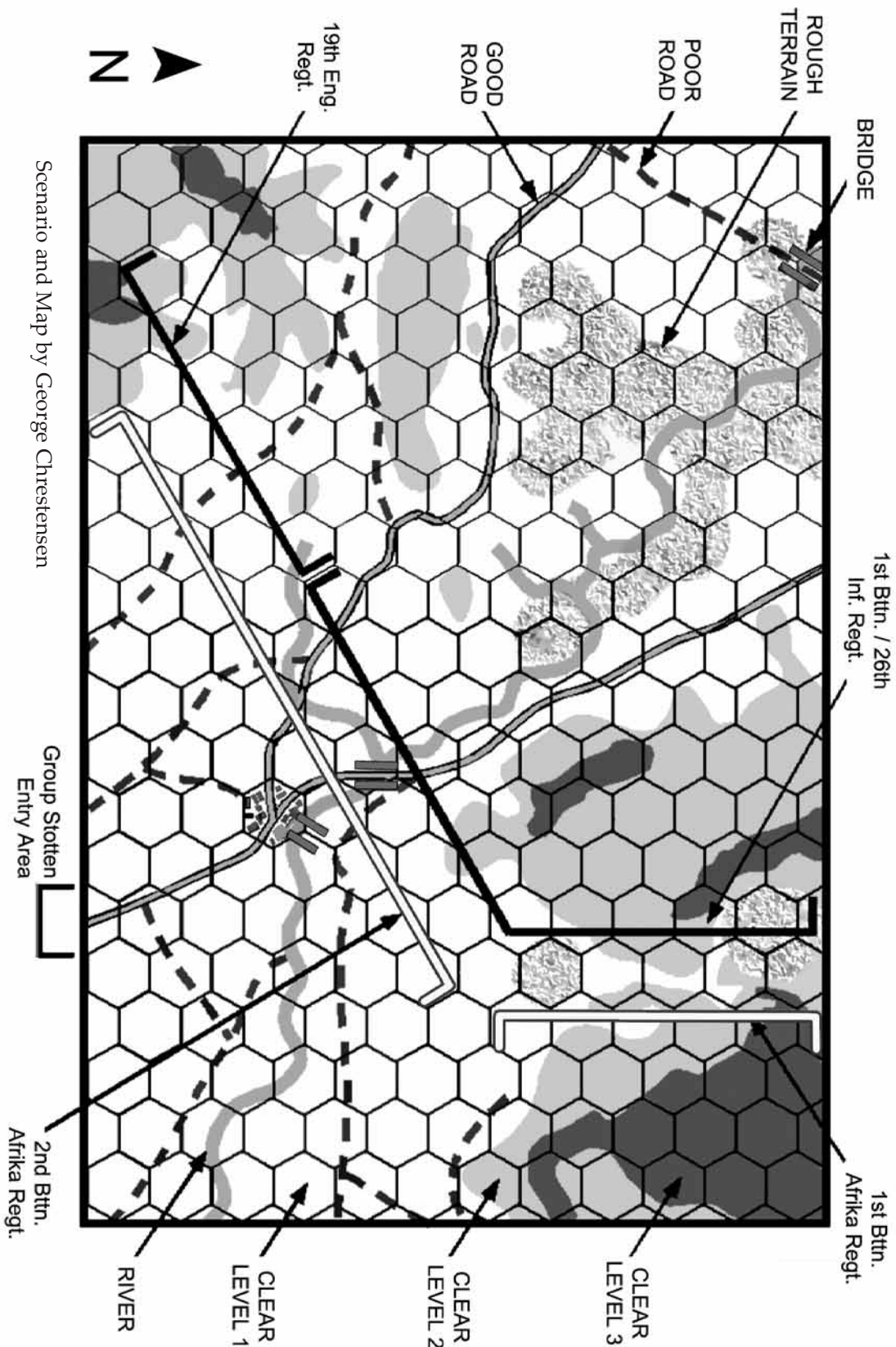
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Scenario and Map by George Christensen

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